ABSTRAK

PENGEMBANGAN MODUL PEMBELAJARAN IPA PADA MATERI "TUMBUHAN DI LINGKUNGANKU" BERBASIS *EXPERIENTIAL LEARNING* UNTUK SISWA KELAS IV SECARA DARING

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Penelitian ini dilatar belakangi oleh adanya masalah pembelajaran IPA hanya terpaku pada buku paket dan LKS, sehingga kurang mengaktifkan dan menarik siswa dalam belajar. Tujuan penelitian ini untuk (1) mendeskripsikan proses mengembangkan modul pembelajaran IPA menggunakan model *experiential learning,* (2) mendeskripsikan kualitas modul pembelajaran IPA menggunakan model *experiential learning.* Data yang didapat pada penelitian ini dikumpulkan melalui evaluasi formatif dan sumatif, meliputi wawancara, observasi, dan kuesioner.

Jenis penelitian yang digunakan adalah *Research and Development (R&D)* berdasarkan prosedur pengembangan model ADDIE. Penjabaran model ADDIE adalah: (1) *Analize,* (2) *Design,* (3) *Development*, (4) *Implementation,* (5) *Evaluation*. Tahapan-tahapan model ADDIE yang telah dilalui peneliti yaitu (1) melakukan analisis kebutuhan dengan mengidentifikasi masalah dan analisis kurikulum, (2) tahap desain merupakan pembuatan prototipe modul untuk menghasilkan produk asli, (3) tahap pengembangan merupakan proses pencarian dan pengumpulan segala sumber untuk pembuatan modul, (4) tahap implementasi merupakan pelaksanaan uji coba kepada siswa (5) tahap evaluasi adalah mengetahui kualitas modul yang dikembangkan. Kualitas modul pembelajaran IPA ini telah di *review* oleh guru kelas dan dua dosen PGSD dan memperoleh skor rata-rata 2,9 (dengan rentang nilai 1-4), skor tersebut masuk dalam kategori "layak" sehinggga layak untuk diujicobakan setelah mendapat perbaikan. Modul pembelajarn IPA ini diimplementasikan di kelas IV B SD Negeri Nogopuro dengan jumlah responden 14 siswa. Hasil penelitian ini berdasarkan persepsi siswa terhadap modul memperoleh skor rata-rata persentase 73%, hasil tersebut masuk dalam kategori "baik", dalam implementasi terlihat bahwa: (1) siswa merasa senang dan nyaman belajar di lingkungan, (2) siswa dapat praktek kegiatan pembelajaran secara langsung.

Kata kunci: Pengembangan modul IPA berbasis *experiential learning*

ABSTRACT

THE DEVELOPMENT OF A SCIENCE LEARNING MODULE MATERIALS PLANTS IN MY ENVIRONMENT EXPERIENTIAL LEARNING BASED FOR CLASS IV STUDENTS ONLINE

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This research is motivated by the existence of the problem of learning science only focused on textbooks and worksheets, the purpose of this research is to (1) describe the processes involved in developing a science learning module based on the experiential learning model, (2) describe the quality of the science learning module using the experiential learning model. the findings of this research collected through formative and summative evaluation, includes interviews, observations and questionnaires.

The research type used is Research and Development (R&D) based on the ADDIE model development procedure. The description of the ADDIE model is: (1) Analyze, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. The stages of the ADDIE model that the researcher has gone through are (1) conducting a need's analysis by identifying problems and analyzing the curriculum, (2) the design stage is the making of a module prototype to create original products, (3) the development stage is the process of finding and collecting all sources for module creation, (4) the implementation stage is the implementation of trials for students (5) the evaluation stage is knowing the quality of the developed modules. The quality of this science learning module has been reviewed by the class teacher and two PGSD lecturers and obtained an average score of 2,96 (with a score range of 1-4), this score is in the "decent" category so that it is feasible to be tested after receiving improvement. This science learning module is implemented in class IV B SD Negeri Nogopuro with 14 students as respondents. The findings of this study are based on students' impressions of the module, which received an average score of 73%, these results fall into the "nice" category, in implementation it appears that: (1) students are happy and relaxed learning in the environment, and (2) students may practice activities directed learning.

Keywords: Experiential learning science module development